General (most window types)

Toolbar	T
Properties	N
Add Object/Node	Shift + A
Delete	X *or* Delete
Search	F3
Move	G
Scale	S
Rotate	R
Rotate along axis	R *then* X/Y/Z
Rotate along local axis	R *then* X,X/Y,Y/Z,Z
Trackball Rotate	R, R
Precise movement	Shift (*hold*)
Incremental movement	Ctrl (*hold*)
Duplicate	Shift + D
Duplicate Linked	Alt + D
Hide	H
Unhide All	Alt + H
Hide all Except Selected	Shift + H
Annotate	D (*hold*) + LMB (*drag*)
Erase Annotation	D (*hold*) + RMB (*drag*)
Quick favs menu	Q

Navigation (3D viewport)

Orbit	MMB
Pan	Shift + MMB
Zoom In/Out	Scroll *or* Ctrl + MMB
Fly	Shift + ~

View (3D viewport)

Numpad views:

	/ Isolate	
7 **Top**	8 Up	9 Opposite
4 Left	**5** **Persp/Ortho**	6 Right
1 **Front**	2 Down	**3** **Side**
0 **Camera**		**.** **Focus**

View Pie Menu	~
Fast View Switch	Alt + MMB (*drag*)
Show All Objects	Home
Focus to region	Shift + B

Object Mode (3D viewport)

Mode Pie Menu	Ctrl + TAB
Edit/Object mode toggle	TAB
Mirror	Ctrl + M *then* X/Y/Z (*or* MMB *(drag))*
Set Parent	Ctrl + P
Clear Parent	Alt + P
Toggle Snapping	Shift + TAB
Clear Location	Alt + G
Clear Rotation	Alt + R
Clear Scale	Alt + S
Apply Location / Scale / Rotation	Ctrl + A
Join Selected Objects	Ctrl + J
Copy Attributes to New Objects	Ctrl + L
Add Subdivision level	Ctrl + 0/1/2/3/4/5
Mask view to region / Clear mask	Alt + B
Center 3D cursor	Shift + C
Move active object to Collection	M
Move Active Camera to view	Ctrl + Alt + Numpad 0
Set as Active Camera	Ctrl + Numpad 0

General Selection (most window types)

Select	LMB
Select All	A
Deselect All	Alt + A
Marquee Box Select	B
Circle Select	C
Lasso Select	Ctrl + RMB
Invert Selection	Ctrl + i
Select Linked	Shift + L
Select Similar	Shift + G
Select specific object	Alt + LMB

Shading (3D viewport)

Shading Pie Menu	Z
Toggle X-Ray	Alt + Z

Pie Menus

Pivot point pie menu	.
Snap pie menu	Shift + S
Orientation pie menu	,

Selection (Edit Mode)

Select Connected Mesh	Ctrl + L
Select Connected Mesh Under Cursor	L
Select Edge/Face Loop	Alt + LMB
Select Edge Ring	Ctrl + Alt + RMB
Vertex Select Mode	1
Edge Select Mode	2
Face Select Mode	3
Mirror current selection	Ctrl + Shift + M
Select More/Less	Ctrl +/-
Edge Crease	Shift + E

Curve Editing (Edit mode)

Add new handle	E *or* Ctrl + RMB
Change handle type	V
Delete but maintain connection	Ctrl + X
Close curve	Alt + C
Tilt	Ctrl + T
Clear Tilt	Alt + T

Modeling (Edit Mode)

Extrude	E
Inset	i
Bevel	Ctrl + B
Bevel Vertices	Ctrl + Shift + B
Loop cut	Ctrl + R
Vertex/Edge Slide	G,G
Knife	K
Fill Face	F
Shear	Ctrl + Shift + Alt + S
Bend	Shift + W
Split	Y
Rip	V
Rip Fill	Alt + V
Merge	M
Recalculate Normals	Shift + N
Flip Normals	Ctrl + Shift + N
Proportional Editing On/Off	O
Proportional Falloff Type	Shift + O
Separate selectoin to new object	P

Texturing (Edit Mode)

Unwrap	U

Mark Seam	Ctrl + E

UV Editor

Select Island	L (*under cursor*) or Ctrl + L
Stitch	V
Weld	Shift + W
Pin	P
Unpin	Alt + P
Select Pinned	Shift + P

Image Editor (View)

Properties, Scopes, Slots and Metadata	N
View at 100%	1 (Numpad)
View to Fit	Shift + Home
Next Render Slot	J
Previous Render Slot	Alt + J
Select Render Slot	1-8
Save Image	Alt + S
Save Image As	Shift + S

Image Editor (Paint)

Create New Blank Image	Alt + N
Open Image	Alt + O
Brush Properties	N
Brush Size	F
Brush Strength	Shift + F
Sample Color	S
Flip Color	X

Nodes (Materials / Compositor)

Cut Connection	Ctrl + RMB (*drag*)
Reroute Connection	Shift + RMB (*drag*)
Connect selected	F
Properties	N
Delete selected but maintain connection	Ctrl + X
Duplicate selected and maintain connection	Ctrl + Shift + D
Mute Selected	M
Group Selected	Ctrl + G
Ungroup Selected	Ctrl + Alt + G
Edit Group (Toggle)	TAB
Frame Selected Nodes	Ctrl + J
Show/Hide inactive node slots	Ctrl + H

Compositor

Move backdrop	Alt + MMB
Zoom backdrop	V / Alt + V
Properties and performance	N

Sculpting

Invert Brush	Ctrl (while sculpting)

Brush Size	F
Brush Strength	Shift + F
Brush Selection	Shift + Space
Mask (brush)	M
Invert Mask	Ctrl + i
Clear Mask	Alt + M
Mask Pie Menu	A
Face Set Pie Menu	Alt + W
Hide (box)	H

Rendering

Render	F12
Render Animation	Ctrl + F12
Playback rendered animation	Ctrl + F11
Set Render Region	Ctrl + B
Clear Render Region	Ctrl + Alt + B

Animation General

Play/Pause Playback	Space
Reverse Play	Ctrl + Shift + Space
Scroll through frames	Alt + Scroll
Next/Previous Frame	Left/Right arrow
First/Last Frame	Shift + Left/Right arrow
Jump to Keyframe	Up/Down arrow
Add Keyframe on current frame	i
Delete Keyframe on current frame	Alt + i

Animation (Timeline / Dopesheet / Graph Editor)

Toggle Dopesheet	Ctrl + TAB
Toggle Frames/Seconds	Ctrl + T
Zoom to fit active keyframes	Home *or* . (Numpad)
Set Keyframe Interpolation	T
Set Keyframe Handle Type	V
Set Keyframe Extrapolation	Shift + E
Mirror Keyframes	Ctrl + M
Set Preview Range	P *then* LMB (*drag*)
Auto set preview range	Ctrl + Alt + P
Clear Preview	Alt + P
Marker	M
Rename Marker	Ctrl + M

Animation (Timeline / Dopesheet / Graph Editor) (cont.)

Bind Selected Camera to Selected Marker	Ctrl + B
Select keyframes before/after current frame	[/]

Select all keyframes on current frame	Ctrl + K

Graph Editor

Add Keyframe at Cursor	Ctrl + RMB
Properties and Modifiers	N
Lock Selected Channel	TAB

Rigging (Armatures)

Add new bone	E
Duplicate bone	Shift + D
Bone Settings	Shift + W
Roll	Ctrl + R
Clear Roll	Alt + R
Recalculate Roll	Shift + N
Align bone	Ctrl + Alt + A
Switch bone direction	Alt + F
Dissolve Bone	Ctrl + X
Dissolve bones	Ctrl + X
Split	Y
Separate	P
Scroll Hierarchy	] *and* [

Posing Mode

Add Keyframe	i
Clear Location	Alt + G
Clear Rotation	Alt + R
Clear Scale	Alt + S
Apply Pose	Ctrl + A
Propagate Pose	Alt + P
Push Pose from Breakdown	Ctrl + E
Relax Pose to Breakdown	Alt + E
Pose Breakdowner	Shift + E
Copy Pose	Ctrl + C
Paste Pose	Ctrl + V
Add IK	Shift + i
Add Pose to Library	Shift + L
Paste Pose Flipped	Ctrl + Shift + V
Add Constraint	Ctrl + Shift + C

Window General (most window types)

Toolbar	T
Properties bar	N
Maximise Area (but keep toolbar)	Ctrl + Space
Fullscreen Area	Ctrl + Alt + Space
Quad view	Ctrl + Alt + Q

Change Window Type (Under Cursor)

Movie Clip	Shift + F2
Nodes	Shift + F3
Python Console	Shift + F4
3d Viewport	Shift + F5
Graph	Shift + F6
Properties	Shift + F7
Video Sequencer	Shift + F8
Outliner	Shift + F9
UV/Image	Shift + F10
Text	Shift + F11
Dope Sheet	Shift + F12